

# Upgrading Your Companions

Companions are great to bring along on heroic adventures, but the gear-based progression in *Reclaim the Wild* does not always fit with certain companions. For some people, a Dog wielding a rank 3 Sword would be cool; for others, this does not fit with the image they have for their furry friend. However, a Dog attacking with their teeth (a rank 1 Natural Dagger) would likely be more of a hindrance in combat than an asset.

For players who want their Companions to keep pace with their Heroes, without resorting to giving their faithful hounds and horses actual armor and weapons, we present this system! It'll let your Companions improve their damage and defense, without all becoming Okami.

## Natural Weapon Upgrade

Much as Natural Weapons are treated like Weapons with a Weapon Spirit for recovering durability, you can upgrade them in a similar manner.

Like with the Talking Animal's (*Magical*) *Armed* bonus, Natural Weapons can be improved to a Rank of up to  $((\text{unboosted Discipline} + \text{unboosted Fortitude}) / 4)$  using 4 Monster Parts of the appropriate rank. The Discipline and Fortitude requirement does not take into account enchantments.

Discipline + Fortitude	Max. Natural Weapon Rank
2	1
6	2
10	3
14	4
18	5

When you use this method, think a bit about how you might be improving your faithful companion's Natural Weapon. Maybe you're sharpening and polishing their teeth, or you're performing alchemical rituals to harden their hooves. However your Hero goes about it, the result is the same: your Companion's Natural Weapon is now stronger than before, but still wholly part of their own body.

At your GM's discretion, you can provide an appropriate weapon style to your Companion's Natural Weapon(s).

## Natural Armor Upgrade

Although regular Armor can be crafted and placed on a Companion, the Armor values are halved if the Companion has more than Unarmored Defense. While still useful, the math behind the Defense can fall behind someone just using regular Armor values.

Here are a few possible solutions:

### Use Unarmored Defense

The easiest method is to simply change the Companion's Defense to Unarmored, which then allows the regular use of Armor without halving the Defense values. This works best if you recruited a Companion whose race typically doesn't have any Natural Armor, such as a Bokoblin or any of the playable races.

With other sorts of creatures, however, this may remove the flavor of having a unique creature such as an Armos Statue be your Companion.

### Civilian Defense

If your Companion has Civilian Defense, you can try treating it similar to the Goron's Armor bonus. That is, if the benefit provided by Civilian Defense is no more than  $(\text{Fortitude} / 2)$ , you can grant the full benefit of crafted Armor. After all, the Companion wouldn't have any more Defense than a regular Goron in this case.

### Upgrade Armor

Unlike Natural Weapons, there are no rules for upgrading Armor. However, it can be easily extrapolated from the rules for upgrading Natural Weapons and crafting Armor.

The trait requirement is the same as upgrading your Natural Weapon (see the table above). However, the Material cost is different. See the table below.

Defense Level	Material Cost
Civilian	4

Light, Medium, or Heavy	8
Extreme or Impervious	12

Typically, this cost will be in Monster Parts. However, certain Monsters (typically Arcane and Mechanical Monsters) may use different Materials as determined by the GM.

As examples:

- Armos Statues may use Metal or Stone
- Guardians may use Ancient Materials
- Hikkun may use Metal
- Magmanos may use Stone or Rubies
- Papetto may use Metal or Wood

Similar to upgrading Natural Weapons, the exact method of upgrading Natural Armor can vary depending on the player and the recipient. An artificial being like an Armos or Papetto can simply have the Materials attached or sculpted to their bodies; a Guardian's armor plating may simply be replaced; or an alchemical ritual can toughen up the scales or hide of a beast.